

Amendments To The Claims

Claim 1 (previously presented): A method for identifying a plurality of events which are played back simultaneously on a plurality of networked client apparatuses, comprising the steps of:

- (a) providing a plurality of events stored in memory on a plurality of client apparatuses, the events each having a unique identifier identifying the event stored in memory associated therewith and stored in the memory, wherein the client apparatuses are adapted to be coupled to a host computer via a network;
- (b) ascertaining whether the client apparatuses have the event stored in memory comprising ascertaining the identifier of the event stored in the memory of the client apparatuses utilizing the network;
- (c) comparing the identifier of the event stored in the memory with an identifier of a scheduled event;
- (d) identifying a type of device on each of the client apparatuses; and
- (e) beginning the playback of the event simultaneously on each of the client apparatuses comprising generating communications for each of the client apparatuses comprising an address to each of the client apparatuses and an object specific for each of the client apparatuses based on the type of device identified and forwarding the communications with the objects specific for each of the client apparatuses upon ascertaining that the client apparatus has the predefined content stored and that the comparison renders a match.

Claim 2 (Original): A method as recited in claim 1, wherein the event includes a video and audio presentation.

Claim 3 (Original): A method as recited in claim 1, wherein the event includes at least one of a movie, a concert, and a theatrical event.

Claim 4 (Original): A method as recited in claim 1, wherein the network is a wide area network.

Claim 5 (Original): A method as recited in claim 1, wherein the memory includes a digital video disc (DVD).

Claim 6 (currently amended): A computer program embodied on a computer readable medium for identifying a plurality of events which are played back simultaneously on a plurality of networked client apparatuses, comprising:

(a) a code segment for providing a plurality of events stored in memory on a plurality of client apparatuses where content of the events are playable independent from a synchronized simultaneous playback, the events each having a unique identifier identifying the event stored in memory associated therewith and stored in the memory, wherein the client apparatuses are adapted to be coupled to a host computer via a network;

(b) a code segment for ascertaining whether the client apparatuses have the event stored in memory comprising ascertaining the identifier of the event stored in the memory of the client apparatuses utilizing the network;

(c) a code segment for comparing the identifier of the event stored in the memory with an identifier of a scheduled event;

(d) a code segment for identifying a type of device on each of the client apparatuses; and

(e) a code segment for beginning the playback of the event simultaneously on each of the client apparatuses comprising generating one or more communications for each of the client apparatuses comprising an address to each of the client apparatuses and an object specific for each of the client apparatuses based on the type of device identified and forwarding the communications with the objects specific for each of the client apparatuses upon ascertaining that the client apparatus has the predefined content stored and that the comparison renders a match.

Claim 7 (Original): A computer program as recited in claim 6, wherein the event includes a video and audio presentation.

Claim 8 (Original): A computer program as recited in claim 6, wherein the event includes at least one of a movie, a concert, and a theatrical event.

Claim 9 (Original): A computer program as recited in claim 6, wherein the network is a wide area network.

Claim 10 (Original): A computer program as recited in claim 6, wherein the memory includes a digital video disc (DVD).

Claim 11 (currently amended): A system for identifying a plurality of events which are played back simultaneously on a plurality of networked client apparatuses, comprising logic stored on a computer readable mediums comprising:

- (a) logic for providing a plurality of events stored in memory on a plurality of client apparatuses, the events each having a unique identifier identifying the event stored in memory associated therewith and stored in the memory, wherein the client apparatuses are adapted to be coupled to a host computer via a network;
- (b) logic for ascertaining whether the client apparatuses have the event stored in memory comprising ascertaining the identifier of the event stored in the memory of the client apparatuses utilizing the network;
- (c) logic for comparing the identifier of the event stored in the memory with an identifier of a scheduled event;
- (d) logic for beginning the playback of the event simultaneously on each of the client apparatuses upon ascertaining that the client apparatus has the predefined content stored and that the comparison renders a match;

- (e) logic for adding additional overlay content with the event content;
- (f) logic for recording historic data associated with the simultaneous playback and additional content during the simultaneous playback of the locally stored event; and
- (g) logic for allowing later playback by supplying just the historic data and the additional overlay content to be cooperated with locally stored event content for later playback of the simultaneous event.

Claim 12 (Original): A system as recited in claim 11, wherein the event includes a video and audio presentation.

Claim 13 (Original): A system as recited in claim 11, wherein the event includes at least one of a movie, a concert, and a theatrical event.

Claim 14 (Original): A system as recited in claim 11, wherein the network is a wide area network.

Claim 15 (Original): A system as recited in claim 11, wherein the memory includes a digital video disc (DVD).

Claim 16 (Previously Presented): A method as recited in claim 1, further comprising:

- adding additional content with the event content;
- recording historic data associated with the simultaneous playback and additional content; and
- allowing later playback by supplying just the historic data and overlay content to be cooperated with locally stored event content for later playback of the simultaneous event.

Claim 17 (Previously Presented): A method as recited in claim 1, further comprising:

- receiving a request during playback of the event by a late arrival client apparatus to participate in the simultaneous playback; and
- synchronizing the late arrival client apparatus to the simultaneous playback of the event.

Claim 18 (Previously Presented): A system as recited in claim 11, further comprising:

- logic for identifying the client apparatuses; and
- the logic for beginning the playback of the event simultaneously on each of the client apparatuses comprises logic for forwarding objects specific for each client apparatus.

Claim 19 (new): A system as recited in claim 1, wherein only the host computer can forward communications to begin the simultaneous playback.

Claim 20 (new): A system as recited in claim 19, further comprising generating commands specific for each of the client apparatuses based on the type of device identified and forwarding the commands specific for each of the client apparatuses to the client apparatuses during the simultaneous playback of the event.